

Abstract

1 A system and method for programmatically generating a graphical program or a
portion of a graphical program, in response to receiving program information. The
program information may specify functionality of the graphical program or graphical
5 program portion to be generated. During execution of a graphical program generation
(GPG) program, the GPG program may be operable to receive the program information.
In response to the program information, the GPG program may programmatically
generate a graphical program (or graphical program portion) that implements the
specified functionality. Thus, the GPG program may generate different graphical
10 programs, depending on the program information received. The GPG program may have
any of various purposes or applications. In some embodiments, the GPG program may
be a program or application which a user utilizes to construct or characterize a
computational process. In response to the specified computational process, the GPG
program may programmatically generate a graphical program to implement the
15 computational process. In other embodiments, the GPG program may be a program or
application that directly aids the user in creating a graphical program. For example, the
GPG program, which in this case may be a graphical programming environment
application, may be operable to receive user input specifying desired functionality and
may automatically, i.e., programmatically, add a portion of graphical program code
20 implementing the specified functionality to the user's graphical program. In other
embodiments, the GPG program may be a program or application operable to
automatically translate an existing program into a graphical program. In addition to these
examples, a GPG program may receive any other type of information and
programmatically generate a graphical program based on the received information.

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